SONIC THE COMIC

NEW SONIC'S WORLD STORY

SHORTY JOINS THE BIG WIGS!

NEW STORY

DECAP ATTACK MEET BORIS!

NiGHTS PIN-UP!

PLUS

SONIC 3 Q ZONE TIPS!

ROAD RASH REVIEW!

KNUCKLES!

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12 NOVEMBER 1996
EVERY FORTNIGHT

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UK's OFFICIAL SEGA COMIC

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Stand well back - *STC's* smoking with first rate action!

There's two new stories this issue - Decap Attack displays more crackpot capers in Boris and the Book, while Shortfuse bursts in on the Sonic's World story, Secret Weapon.

There's a whole lotta shrinking going on with Sonic and Nack in the final part of the Tomb. Bad news for Knuckles' fans (he temporarily rides into the *STC* sunset after this issue), means good news for Captain Plunder followers as he's afloat again in *STC* 91. However, watch this space as everyones favourite echidna *will* return!

Finally, back in the firing-line, the Review Zone spotlights Road Rash, there's a Claris/NiGHTS Pin-up, plus the Sonic 3 hints and tips continue in the Q Zone.

Have a safe Bonfire Night, Boomers!

Megadroid

BE A COOL 'GUY'!

FOLLOW THE FIREWORKS CODE!

On November 5th, fireworks will be lighting up the sky in memory of Guy Fawkes and the Gunpowder Plot to blow up Parliament back in 1605. To ensure total coolness and maximum enjoyment, *STC* offers the following tips.

1. Ensure that an adult-hume* supervises.
2. Keep fireworks in a closed box.
3. Follow the instructions on each firework carefully.*
4. Light the tip of the firework fuse at arms length.*
5. Stand well back.
6. Never return to a firework once it has been lit.
7. Never throw fireworks.
8. Never put fireworks in your pocket.
9. Keep pets indoors.

• EDITOR: Deborah Tate
• FEATURES EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Carl Flint
• PRODUCTION: Sarah Colley
• CONSULTANT: Richard Burton

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SEGA

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↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	BRIAN LARA CRICKET '96
2	●	WORMS
3	↑	MICRO MACHINES 2
4	↑	FIFA SOCCER '96
5	↓	TAZ-MANIA: ESCAPE FROM MARS
6	↑	SONIC AND KNUCKLES
7	↓	TOY STORY
8	↑	STREETS OF RAGE
9	↑	MEGA BOMBERMAN
10	↓	OLYMPIC SUMMER GAMES

SATURN

1	NEW	DESTRUCTION DERBY
2	↓	ATHLETE KINGS
3	↓	LOADED
4	NEW	BUST A MOVE 2
5	↓	MORTAL KOMBAT 3
6	↓	VIRTUA COP
7	NEW	DISCWORLD
8	↓	SEGA RALLY
9	NEW	STORY OF THOR 2
10	NEW	OLYMPIC SOCCER - ATLANTA 1996

MEGA-CD

1	●	BRUTAL: PAWS OF FURY
2	↑	TOMCAT ALLEY
3	↑	SOULSTAR
4	RE	ROAD AVENGER
5	RE	SILPHEED
6	RE	SONIC CD
7	RE	POWERMONGER
8	↓	B.C. RACERS
9	↓	THUNDERHAWK
10	●	EARTHWORM JIM

GAME GEAR

1	RE	MICRO MACHINES 2
2	RE	DYNAMITE HEADDY
3	●	SONIC THE HEDGEHOG
4	↓	COLUMNS
5	RE	ECCO 2: THE TIDES OF TIME
6	↓	THE LION KING
7	RE	TAZ-MANIA: ESCAPE FROM MARS
8	↓	SONIC THE HEDGEHOG 2
9	RE	SONIC: TRIPLE TROUBLE
10	↓	STAR TREK: GENERATIONS

SONIC AND **CHAOTIX** ARE ON A MISSION TO IMPRISON **SUPER SONIC** IN THE CENTRE OF THE **BLACK ASTEROID**.

SONIC THE HEDGEHOG
The Tomb
Part 2

Script: NIGEL KITCHING Art: RICHARD ELSON
Colouring: STEVE WHITE Lettering: TOM FRAME

NACK THE WEASEL HAS OTHER IDEAS!

WITH THE AID OF A **SHRINKING DEVICE**, HE HAS REDUCED HIS ENEMIES TO MICE SIZE. ONLY **ONE** MANAGED TO ESCAPE BEING CAUGHT!

COME OUT, **LITTLE SONIC!** YOU CAN'T HIDE FROM ME. . .

OH. . .WHAT'S THE **POINT?** THE WAY SONIC IS NOW, HE CAN'T STOP ME!

HE'S **RIGHT!** WHAT CAN I DO AT THIS SIZE?

IF WHAT THEY SAY ABOUT SUPER SONIC IS TRUE, LORD SIDEWINDER'S **CRAZY** TO WANT TO FREE HIM FROM THE OMNI-VIEWER!

BETTER THAT HE **STAYS** FROZEN IN TIME!

STILL, WHAT DO I CARE? SIDEWINDER **IS** PAYING ME A FORTUNE TO STEAL HIM!

SO, **THAT'S** IT!

I MAY HAVE **SHRUNK**, BUT I'VE GOT TO FIND A WAY TO STOP NACK!

HUH?

THWAKK!

OWW!

I'LL GET YOU FOR THAT, **CREEP FACE!**

IT'S NO GOOD, I'M NOT ONLY **TINY** BUT I CAN'T GET UP TO **FULL SPEED** EITHER!

GOT TO PUT **EVERYTHING** I HAVE INTO THIS!

AGGGGH!

THAT'S **BETTER**. . .I'M GETTING THE KNACK OF BEING SMALL!

YOU **INSECT!** I'M GONNA **SQUASH** YOU INTO THE GROUND!

HEY, THIS IS THE THING HE USED TO **SHRINK** US WITH! I WONDER. . .

I'M NOT SURE HOW TO WORK THIS. . .BUT IT'S WORTH A **TRY!**

FRIZZ!

LET'S SEE IF I CAN REDUCE YOU TO **MY** SIZE!

NOOOO!

NOW WE'LL SEE HOW **TOUGH** YOU ARE!

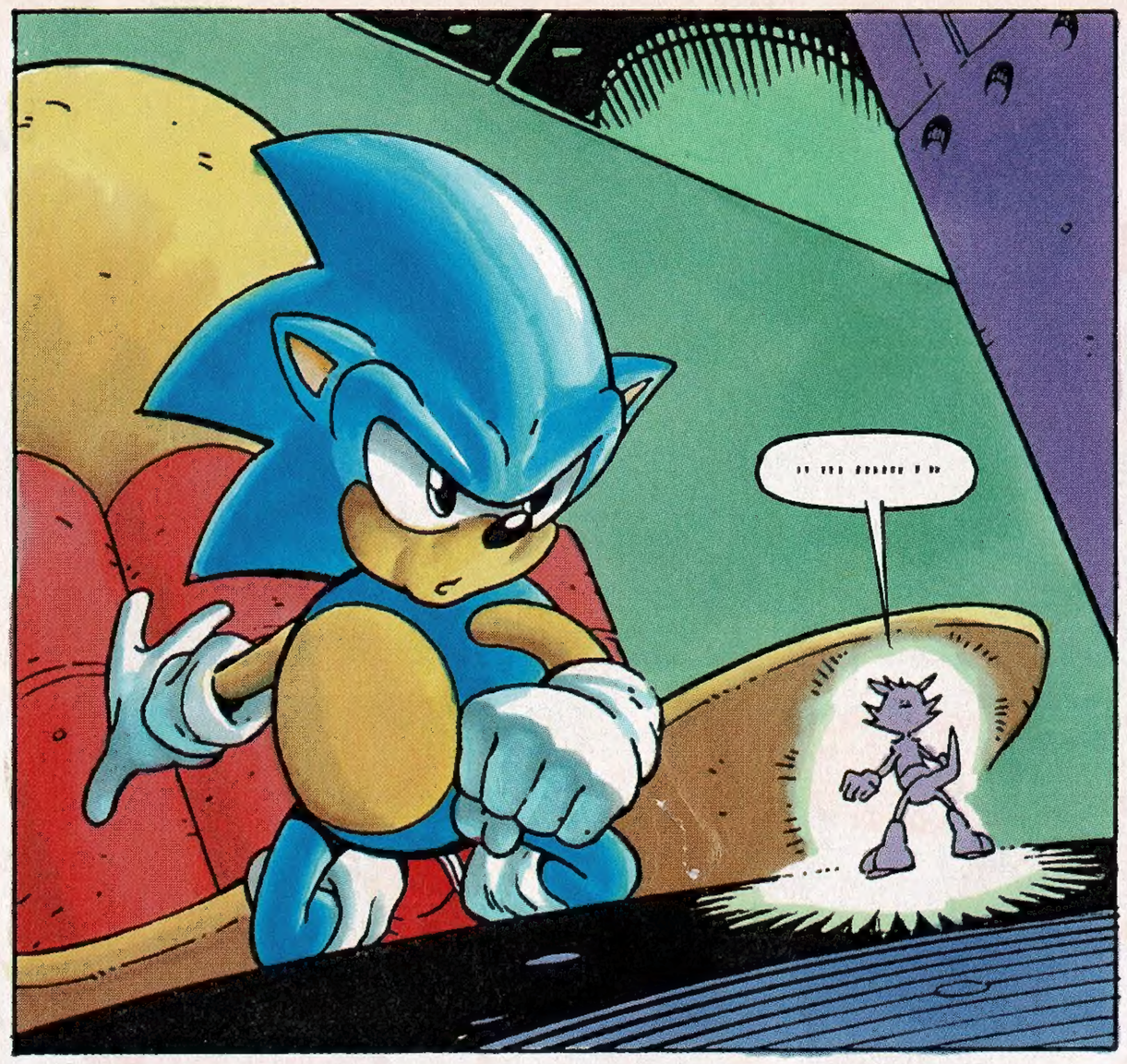
YOU **WOULDN'T**. . . I WASN'T REALLY GOING TO HURT YOU. . . **HONEST!**

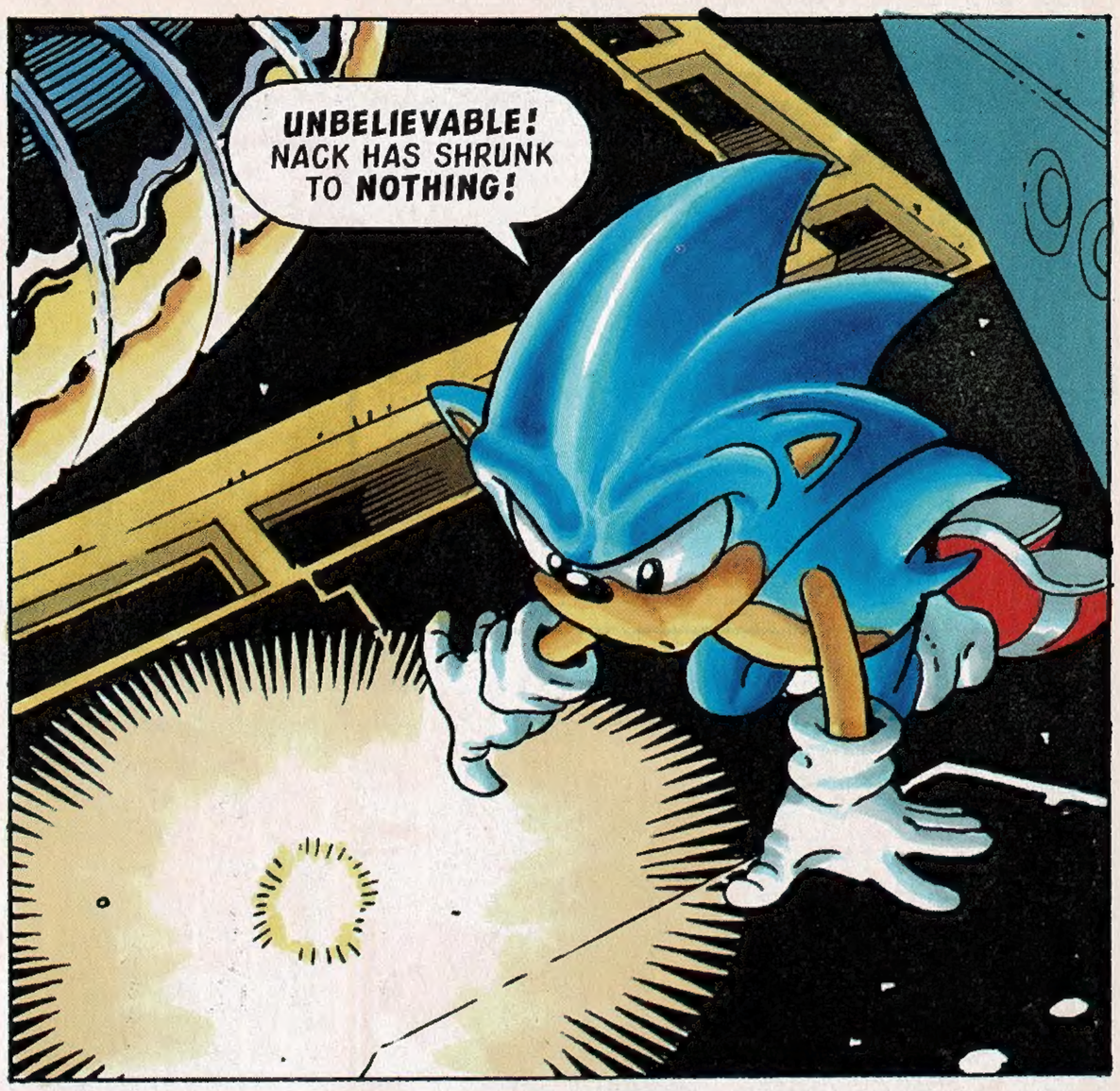
HEY, NOW **WHAT** ARE YOU UP TO?

I'M NOT DOING **ANYTHING!** YOU EXPOSED ME TO THE **SHRINKING RAY** FOR TOO LONG!

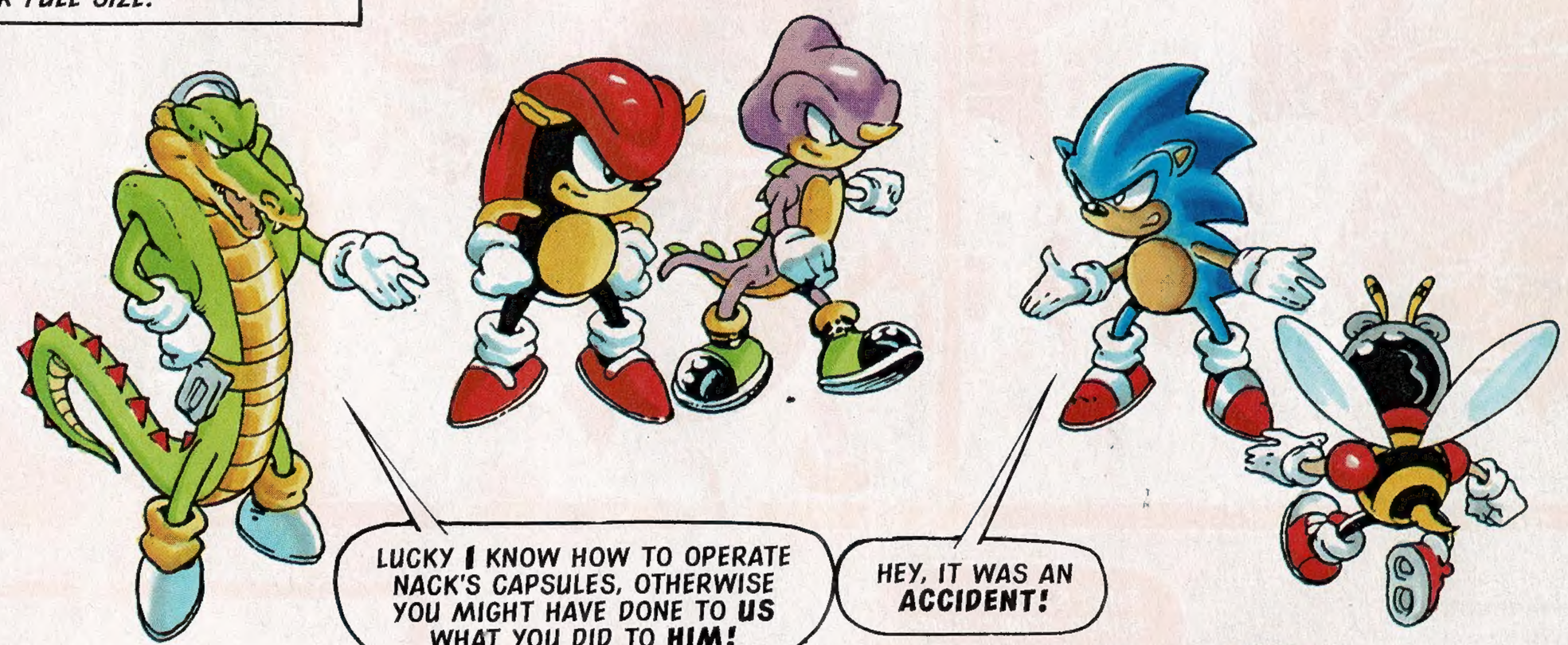
QUICK! THE GREEN CAPSULE. . . GET THE GREEN CAPSULE

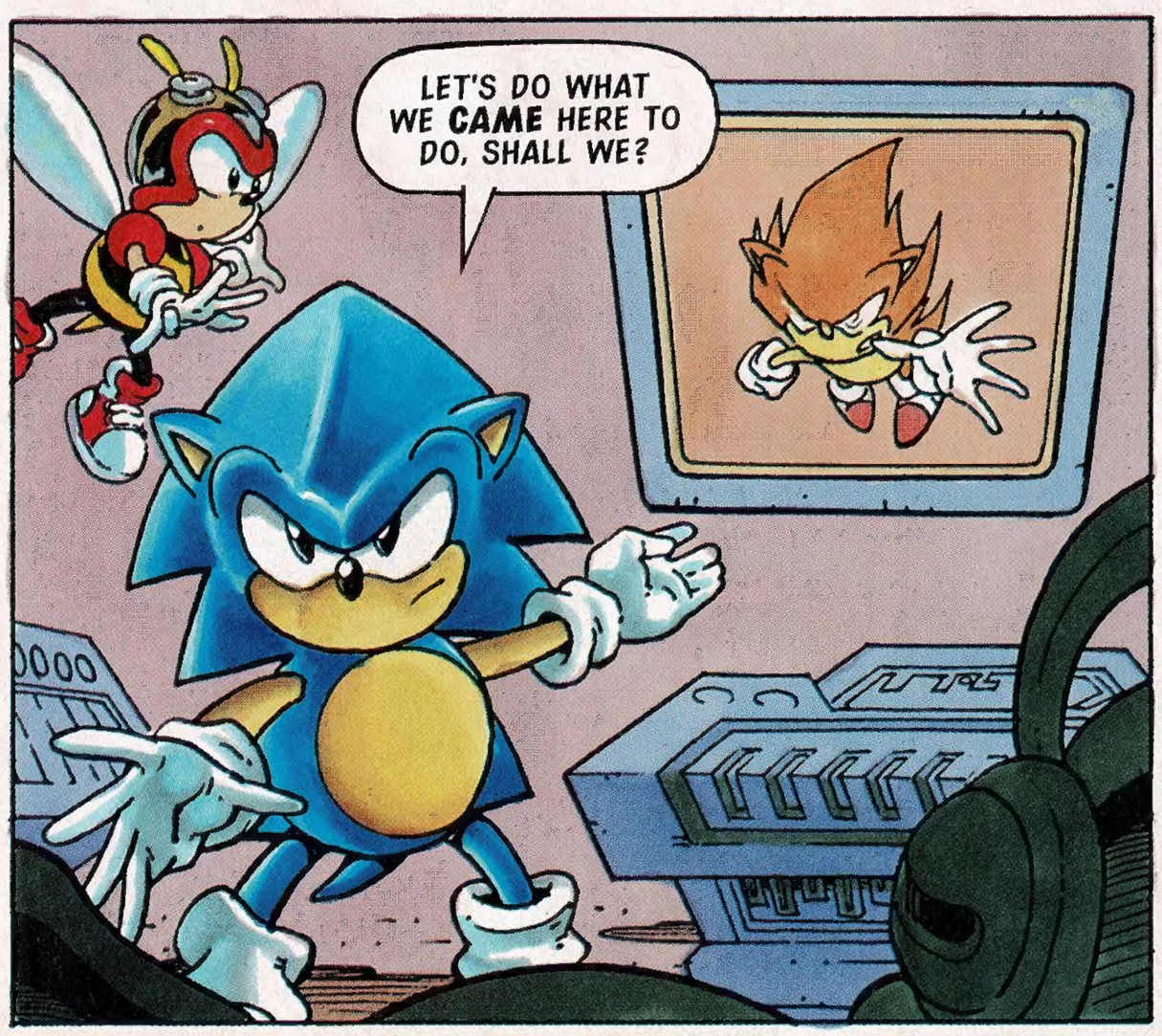
I...I CAN'T **HEAR** YOU!





FINALLY, CHAOTIX ARE RELEASED AND EVERYONE IS RESTORED TO THEIR FULL SIZE.





WE'RE **HERE**... AT THE CENTRE OF THE **BLACK ASTEROID!**

SOON.

LET'S REMEMBER THAT WE'RE NOT ONLY TRAPPING SUPER SONIC HERE, BUT WE'RE DOING THE **SAME** TO THE **OMNI-VIEWER!**

OMNI THOUGHT HE'D **FROZEN** SUPER SONIC IN TIME, BUT HE ONLY SUCCEEDED IN **SLOWING TIME** DOWN!

IT COULD TAKE **YEARS** FOR SUPER SONIC TO GET OUT!

...AND MAYBE THE OMNI-VIEWER **KNOWS** WHAT'S GOING ON, SO WHEN SUPER SONIC ESCAPES, HE'LL BE ABLE TO TELEPORT HIMSELF TO **SAFETY!**

THAT'S SUPPOSING SUPER SONIC GIVES HIM THE **CHANCE.**

ONLY **ONE** MORE THING LEFT TO DO!

MIGHTY, DETONATE THE **GRAVITON BOMB!**

OKAY, VECTOR... HERE GOES!

WHUMPF!

THAT'S THE **ONLY** WAY IN, SEALED WITH **THOUSANDS** OF TONS OF RUBBLE!

THAT'LL HOLD HIM FOR **SURE!** YES INDEEDY-**DIDDLY!**

I **HOPE** YOU'RE RIGHT, CHARMY!

WE'VE **ALL** SEEN WHAT HE CAN DO, AND IF SUPER SONIC DOES EVER ESCAPE, HE'LL BE **MADDER** THAN EVER!

MIGHTY, **DON'T** EVEN **THINK** ABOUT IT!

NEXT ISSUE:
THE HIVE.

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

ROAD RASH

Reviewed by David Gibbon.

SATURN
SATURN

GAME TYPE: MOTORBIKE RACING
PLAYERS: 1
PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: 11+

Going full throttle and at breakneck speed on the Saturn is **Road Rash** - EA's classic motorcycle game. Despite the Mega Drive version having bland backgrounds and rather naff movement, it made gamers very happy due to the brilliant gameplay.

The 32-bit version features 25 stages across five levels of fast and furious action, which really gives you an incredible feeling when you're in motion. On the City level for example, as you race past 14 other bikers and reach top speed, you can just about feel your stomach churn as the buildings, pedestrians and cars zoom by! Before and after a race, you are treated to a scene, from which several bikers race by in their mean machines!

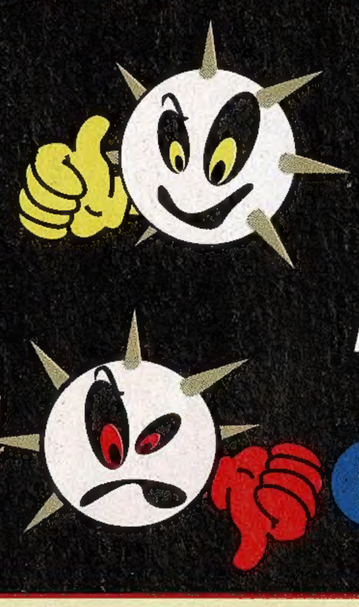
The soundtrack is provided by bands such as Soundgarden and Therapy; perfect music when you're doing 170km through a busy street! Graphically, the game can't really be faulted. The motorbike riders are digitised from actual people and the backgrounds look as realistic as in a photograph.

Disappointing aspects about the game are the fact that there's still only five different scenarios, although there are short cuts which give you a change from riding the same track all the time. Secondly, it's still only a one-player game. However, **Road Rash** still scores pretty high on the motorvatin' stakes!

FINAL COUNTDOWN

RAVES
Fast, furious, and nerve-wrecking!

GRAVES
Only five scenarios and no two-player option!



GRAPHICS 87
SOUND 90
PLAYABILITY 86
OVERALL 87

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FROM NOVEMBER THE PREMIER LEAGUE WILL BE ON STRIKE!

NEW KELLOGG'S STRIKE! THE ONLY CEREAL ENDORSED BY THE PREMIER LEAGUE.

KNUCKLES

THE GOOD, THE BAD AND THE ECHIDNA

Part 4

Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL

THE GOOD: ROOSTER, THE ONE-EYED RANCHER, IS DRIVING HIS HERD OF APTERIXES TO METROPOLIS CITY IN THE HOPE OF MAKING A GOOD PRICE.

THE BAD: MAYOR 'BOSS' KROUCH, ONE-TIME SOLE SUPPLIER OF APTERIXES TO METROPOLIS CITY (BEFORE ROOSTER CAME ALONG, THAT IS!)

HE AIMS TO BE THE SOLE SUPPLIER AGAIN.

THE ECHIDNA: WELL, IF YOU NEED TO BE TOLD WHO THE ECHIDNA IS, YOU'RE READING THE WRONG COMIC!

FOLLOW ME... AN' KEEP IT QUIET!

HEY BOSS, I THOUGHT I WAS NEVER GOING TO FIND YOU!

CHITO, I TOLD YOU I WAS GOING TO TAKE CARE OF ROOSTER, PERSONALLY!

THINGS HAVE **CHANGED**, BOSS! KNUCKLES IS ON TO YOU, SO I THOUGHT YOU COULD USE A LEETLE **HELP!**

YOU **HAD** YOUR CHANCE TO **KILL ROOSTER** BUT YOU **BUNGLED** IT!

YOU MEAN IT WAS **YOU** WHO ASKED ME TO KILL ROOSTER?

YOU **KNOW** IT WAS! WHAT ARE YOU **JABBERING** ON ABOUT?

WILL **THAT** DO?

SURE SOUNDED LIKE A **CONFESSION** TO ME!

SURPRISE!

I HOPE YOU BOYS ARE GOING TO COME **QUIETLY...**

SHERIFF!

TIME FOR A QUICK **EXIT!**

SHERIFF, **YOU** TAKE CARE OF HIS MEN... **I'LL** HANDLE KROUCH!

GIVE IT UP KROUCH! YOU'RE NOT GOING ***ANYWHERE!***

STAY RIGHT WHERE YOU ARE, KNUCKLES OR I'LL HAVE TO USE ***THIS!***

SHOULD I BE ***SCARED?***

THIS VIAL CONTAINS A CHEMICAL COMPOUND. TO AN APTERIX, IT SMELLS LIKE THE SCENT OF THEIR MOST FEARED PREDATOR... BUT IT'S A ***HUNDRED TIMES*** MORE POTENT!

COME ANY CLOSER AND I'LL THROW THIS INTO THE HERD! I WARN YOU, THEY'LL ***STAMPEDE*** THROUGH ROOSTER'S CAMP AND HE WON'T STAND A ***CHANCE!***

KROUCH, LOOK OUT...

AAAAH!...

IT'S OVER, KROUCH...

ARE YOU EXPECTING TO DRIVE THE APTERIXES TOWARD ROOSTER FROM THAT POSITION?

I... I'VE HAD ENOUGH! I'LL JUST SHOOT YOU AND FIGURE OUT AN ALIBI LATER!

THE VIAL, NO...

BETTER RUN FOR IT!

AAAAAAA!

NEXT ISSUE: RETURN OF CAPTAIN PLUNDER!

LIKE SPACE... THE ADVENTURES ARE ENDLESS

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Decap Attack

BORIS & THE BOOK

COMPLETE STORY

SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

ART:
NIGEL KITCHING

LETTERING:
ELLIE DE'VILLE

A MYSTERIOUS FIGURE CLIMBS TOWARDS A BEDROOM WINDOW AT CASTLE FRANK N STEIN...

ZZZZZZ...

PSSST! CHUCK!

MUMMY, IS THAT YOU?

NO, IT'S ME!

YAAAAAA!

I'VE COME HOME!

B...BORIS!

WHAT DO YOU WANT? I THOUGHT YOU WERE MAKING A FORTUNE ADVERTISING SPANNERS ON COMMERCIAL TV?

NOT ANY MORE! I WORK IN HOLLYWOOD NOW AND AM KNOWN AS BORIS SCHWARZENBLACKEN-BLUENBERGER!

I HEAR THE PROFESSOR IS WRITING A BOOK, AND WELL... IF IT EVER GETS OUT THAT HE BUILT ME FROM DEAD BODIES... LET'S JUST SAY THERE AREN'T TOO MANY CORPSES WORKING IN THE MOVIES!

OH, I CAN THINK OF A FEW!

BUT THE STUDIOS THINK I WAS BROUGHT UP BY MY AUNTIE MIMI IN MACCLESFIELD! CHUCK, I NEED YOUR HELP!

WELL, THE PROF'S DUE TO SEND THE MANUSCRIPT TO THE PUBLISHERS TOMORROW!

SO, BEAT IT, BORIS!

IF HE RUINS ME, I'LL JUST HAVE TO COME BACK AND LIVE HERE!

ULP!

YOU CAN COUNT ON US TO HELP, OLD BUDDY!

LOOK, THERE'S PROFESSOR FRANK N STEIN ... WHAT'S HE *DOING?*

HE'S PROBABLY STILL TRYING TO GET HIS *REVOLTING* SLIME DEVIL CREATURE TO COME TO LIFE!

THERE IT IS!

YUP, THAT'S THE *MANUSCRIPT* ALL RIGHT!

THERE'S ONLY *ONE* WAY TO GET TO IT WITHOUT BEING SEEN ... THAT *SKY-LIGHT!*

DIS TIME I *CANNOT* FAIL! *HEHAHUHH-UHUH!*

THE ROPE DOESN'T LOOK VERY *STRONG!* ARE YOU SURE...?

UH OH...

TWANG

SPLOOT

HAH! NOW VOT I NEED TO DO IST STIR DER FORMULA, UND MINE GREATEST CREATION VILL BE COMPLETE!

UGH, IT SUDDENLY SEEMS TO BE ON DER LUMPY SIDE!

NINE PROBLEM! I'LL JUST USE MINE INDUSTRIAL STRENGTH LIQUIDISER (PATENT PENDING)!

WHRRRRR

EEEEEEEE!

CHUGGA CHUGGA CHUGGA!

HUH? I COULD HAVE SVORN I HEARD DER SCREAM!

NOW FOR DER FINAL STAGE!

DIS CALLS FOR DER MAXIMUM SETTING!

UNT HAPPY BIRTHDAY, CHUCK!

UH?

IF IT'S GOOT, I MAY ADD DER RECIPE TO MINE COOKERY BOOK ... IT GOES TO DER PRINTERS TODAY, YOU KNOW!

COOKERY BOOK? DID YOU SAY COOKERY BOOK?

I WENT THROUGH ALL THIS FOR A FLIPPING COOKERY BOOK?

I THOUGHT YOU WERE WRITING ABOUT YOUR LIFE AS A MONSTER BUILDING LOONY! I'M OUTTA HERE!

GOOD RIDDANCE!

'MY LIFE AS A MONSTER BUILDER'! NOW, THERE'S AN IDEA! CHUCK, BRING ME MINE TYPE-WRITER, I FEEL INSPIRED!

NEXT ISSUE: THE LEGEND OF MR CUDDLE BUNNY!

Q ZONE

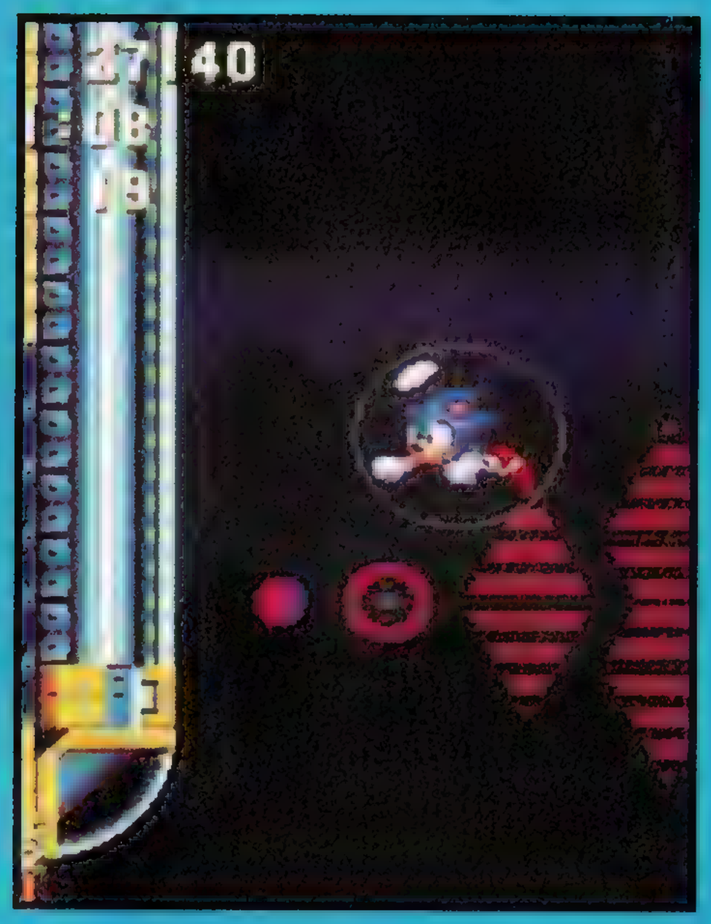
Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

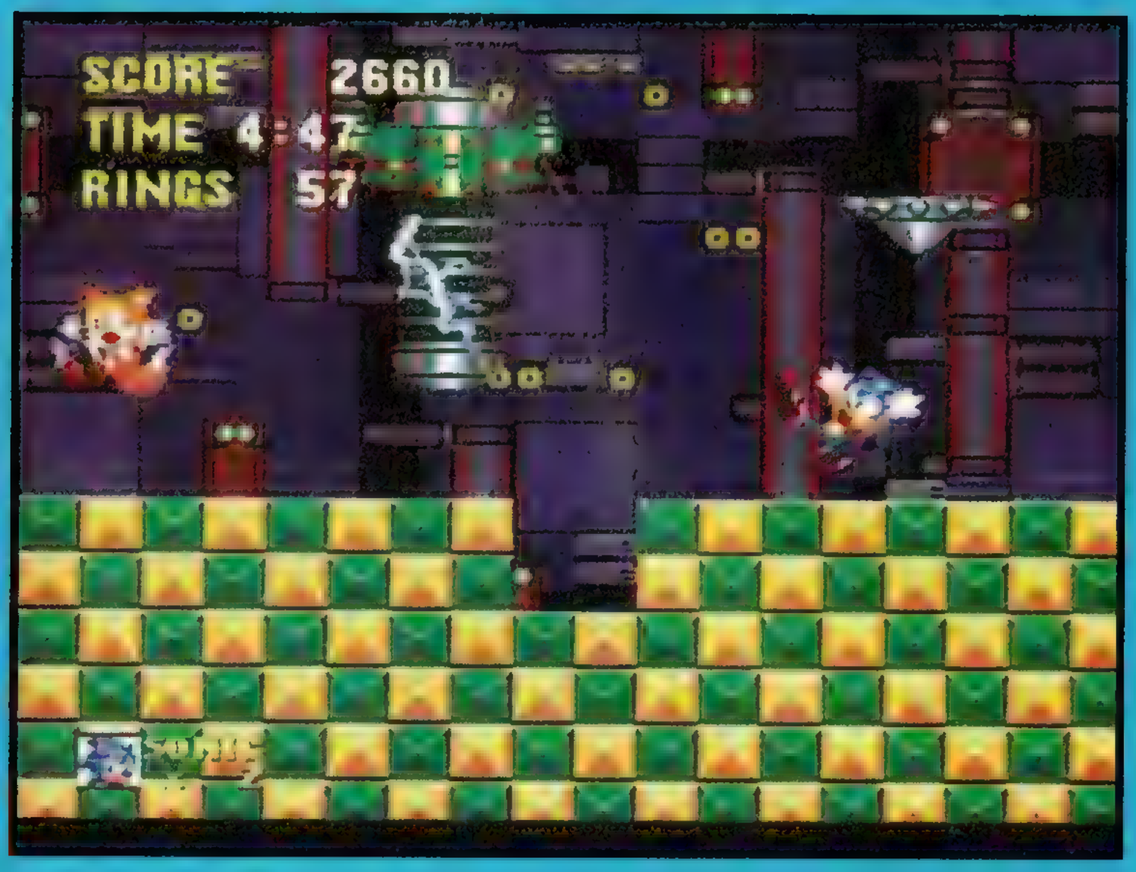
Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



SONIC THE HEDGEHOG 3 Revisited

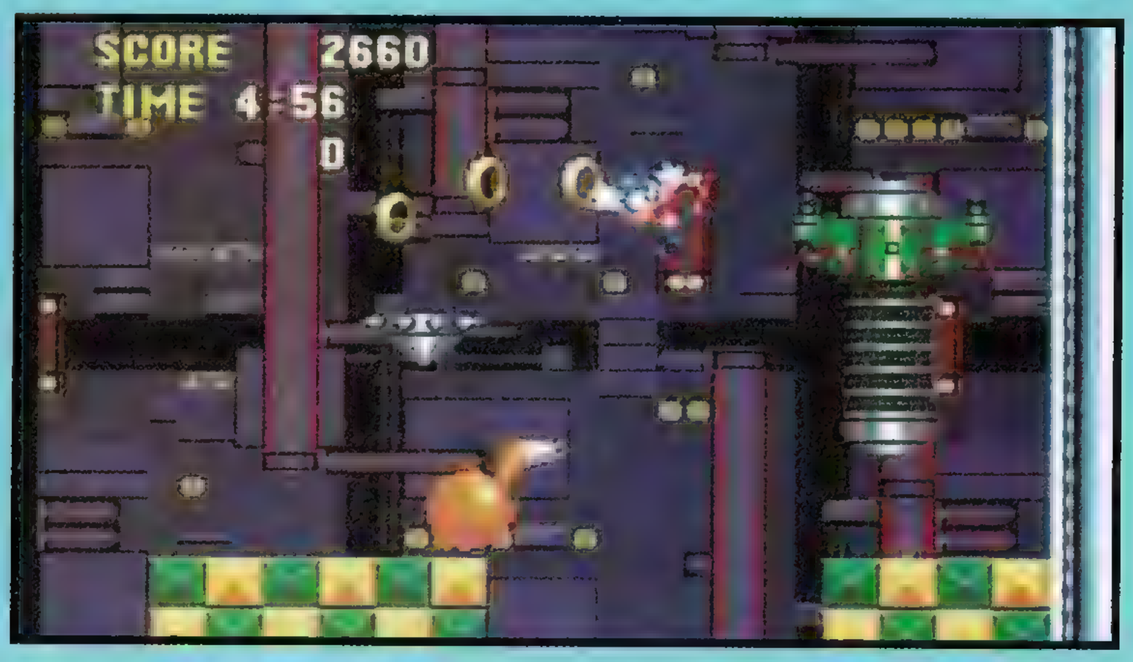
MD MEGA DRIVE

PART 3
CARNIVAL NIGHT ZONE



BEWARE:
Balloons
Candy Stick
Coils
Dropping Platform
Flame Carriers
Giant Rotating Columns
Ridge Bumpers

BADNIKS TO AVOID:
Batbots
Blasters
Clamers



ACT 1
There are loads of bumpers to kick Sonic around, thermal columns and platforms to carry him, and even a dropping platform that you jump off in order to make it rise again! Bounce off balloons to reach higher areas which hold hidden TV's and rings.

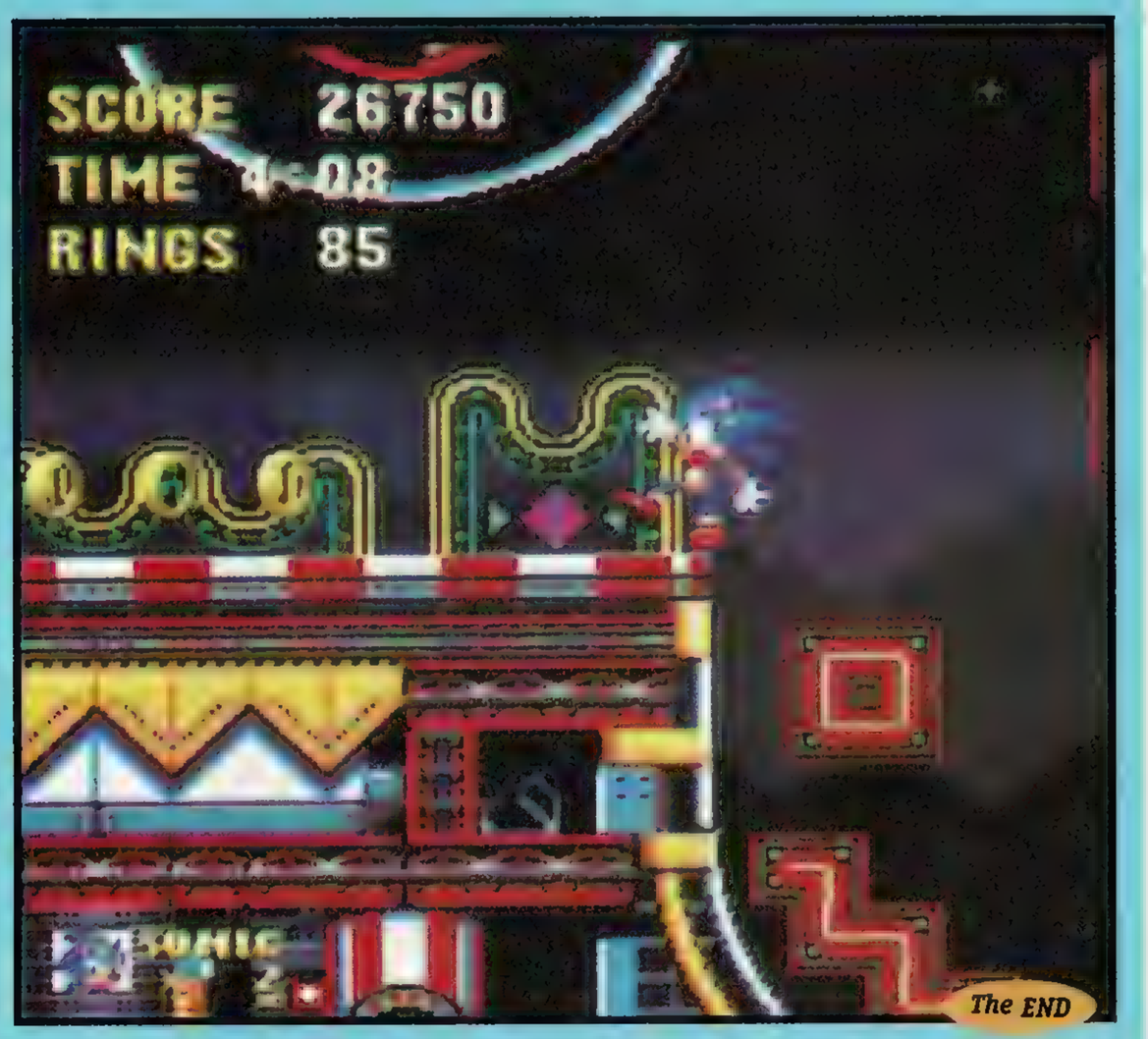
ACT 2
Persistence is the key to completing this zone. Horizontally stacked accelerators push Sonic to even faster speeds. The 'candy stick' columns help him on his downward and upward runs, whilst bumpers make life that bit tougher. Use the Star Post to get to the 'Gumball Machine' Bonus Round, where you can rack up extra lives and shields. Another Bonus Round is cunningly concealed in the left wall, next to the cannon. Of the three TV's you find there, be careful of the gap in the floor beneath the middle one...

BALLOONS
Landing directly on top of them causes the balloon to explode and throw you into the air - thus helping you to get to higher platforms.

ROTATING DRUMS
What aggravation! However, to make them work in your favour, stand in the centre of a drum and push up and down rapidly on your joypad. This will create large gaps, just big enough for Sonic to get through.

SPINNING WHEELS
Handy when you need to blast-off in a certain direction. It's easier to get on them from the top, but if that's difficult, hit them side-on at speed. Use the D-pad to get Sonic's legs moving and he'll stick to the wheel. Press the jump button to fly off.

LEVEL SELECT CHEAT
Wait until the big SEGA logo at the start of the game begins to disintegrate, and the big blue Sonic zooms out of the screen. Quickly press Up, Up, Down, Down, Up, Up, Up and Up on the joypad (you'll hear a noise as soon as it's activated). Once you're back onto the screen with Start and Option displayed, press Down, and you'll see Sound Test. Enter this and you'll have reached the cheat screen where you can take Sonic to any level.



NEXT ISSUE: THE ICE-CAP ZONE!

ACE VENTURA

PET DETECTIVE

NEW-WWW!

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SO-OOO DANG GOOD, IT HURTS!

SONIC'S WORLD

SECRET WEAPON

Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME

COMPLETE STORY

THE **METROPOLIS ZONE**: A CITY OF RESIDENTS LIVING IN FEAR OF THEIR RULER, **DOCTOR ROBOTNIK!** FOR MANY, THAT FEAR MAKES THEM **LOYAL** TO THE TYRANT!

HOWEVER, THERE ARE THOSE WHO ARE **NOT** SO LOYAL. . .PERHAPS. . .

PSST! HEY! RABBIT!

I HEAR YOU'VE SOME INFORMATION FOR ME! MAKE IT QUICK! ROBOTNIK'S TROOPERS ARE NEARBY!

MONEY FIRST, INFO SECOND! THAT'S THE DEAL!

WORD ON THE STREETS HAS IT THAT ROBOTNIK'S CREATED A NEW **SECRET WEAPON!** NO IDEA WHAT IT IS, **BUT** A PLATOON OF **TROOPERS** WILL BE ESCORTING IT THROUGH THE **GUM TREE ZONE** IN TWO DAYS TIME!

WELL THEY'LL HAVE A LITTLE **SURPRISE** WHEN ME AND THE GANG SHOW UP TO STOP THEM!

WELL DONE, MY FRIEND! YOUR LOYALTY WILL BE REWARDED!

HEHEHEH! I GUESS IT'S THE **OUTLAWS** WHO'LL BE SURPRISED, EH, MASTER?

TWO DAYS LATER, IN THE ***GUM TREE ZONE. . .***

NO SIGN OF ANY TROOPERS, YET!

NO DOUBT, JOHNNY, BUT IS YOUR **INFORMANT** TRUSTWORTHY —

WAIT! MY SENSORS ARE PICKING UP ROBOT ACTIVITY!

IT'S USEFUL HAVING A CYBERNIK LIKE **YOU** ON THE TEAM, **SHORTFUSE!***

HEY, TAILS, IF YOU THOUGHT MY **ELECTRONIC SENSORS** WERE IMPRESSIVE...

WELL, THIS **IS** WHERE THE RAT SAID THEY'D BE!

*SHORTFUSE JOINED THE GANG LAST ISSUE – Megadroid.

. . .GET A LOAD OF THIS!

ZZAP!

OUTLAWS! AAAKK!

SO MUCH FOR **PLANNING** AN ATTACK! SHORTFUSE IS AS IMPATIENT AS **SONIC!**

LET'S GET 'EM, GANG!

ARE YOU GOONS **PROGRAMMED** TO BE LOUSY MARKSMEN?

VIPP!

VIPP!

VIPP!

TAILS MAY HAVE A POINT! THESE TROOPERS SEEM TO BE **LETTING** US WIN!

PUNCH!

I CAN LIVE WITH THAT! OKAY, THAT'S **THREE** DOWN...

...AND ONE TO GO! NOW LET'S FIND OUT WHAT THIS **SECRET WEAPON** IS!

BADOOM!

MAYBE THERE'S A NEW **SUPER GUN** IN THERE!

SOMETHING WE CAN USE AGAINST **ROBOTNIK**, I HOPE!

SMAASH!

UH-OH!

A **BADNIK**?

I AM **FAR MORE** THAN JUST A BADNIK, OUTLAW! I AM... **VERMIN THE CYBERNIK!**

I RECOGNISE THAT **VOICE!** IT'S THE **RAT** WHO SOLD ME THE **INFORMATION** TWO DAYS AGO!

THEN THIS **WAS** A TRAP!

SO, WHAT'S NEW?

ROBOTNIK'S TURNED YOU INTO A CYBERNIK LIKE ME, EH? DON'T WORRY, PAL! I RESISTED HIS BRAINWASHING, AND **YOU** CAN **TOO!**

GET REAL, SQUIRREL FEATURES!

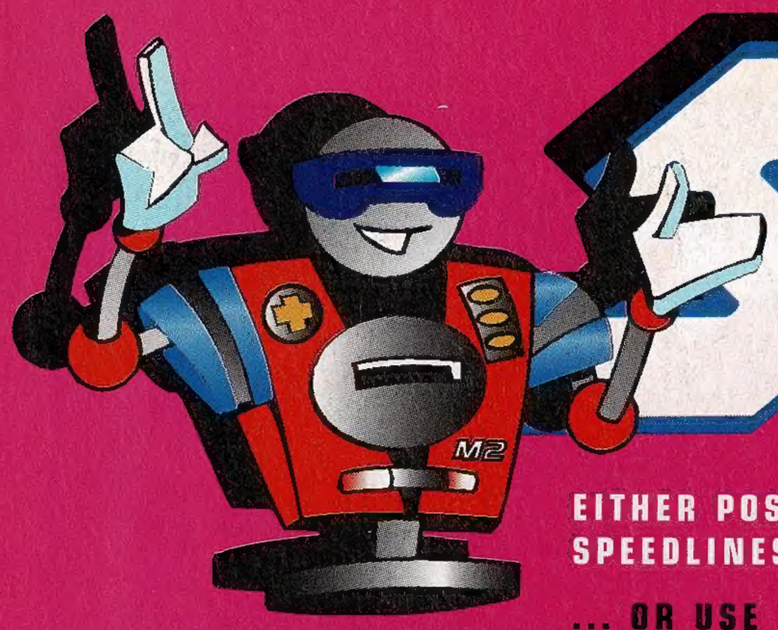
KRAKK!

I **WANTED** TO BE A CYBERNIK! I'M **STRONGER** THAN YOU, SHORTFUSE... WHICH MAKES ME **UNBEATABLE!**

LOOKS LIKE WE'VE GOT QUITE A FIGHT ON OUR HANDS!

ULP!

NEXT ISSUE: **VERMIN'S DEADLY POWERS REVEALED!**



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

POETRY IN MOBIUS!

Robotnik is cruel, Robotnik is bad
He does horrid things - he's mental, he's mad
Robotnik is here, and here's where he'll stay
But out comes Sonic - "Get outta my way!
Us Freedom Fighters - we're all just too cool
Our aim is to stop you, you mean old fool!"

Alex de Hamel, Writtle, Chelmsford.
Sonic & Knuckles Hog Tag Winner.

Thanks for the rhyme - you're a poet indeed. I was so moved, it made my heart bleed!

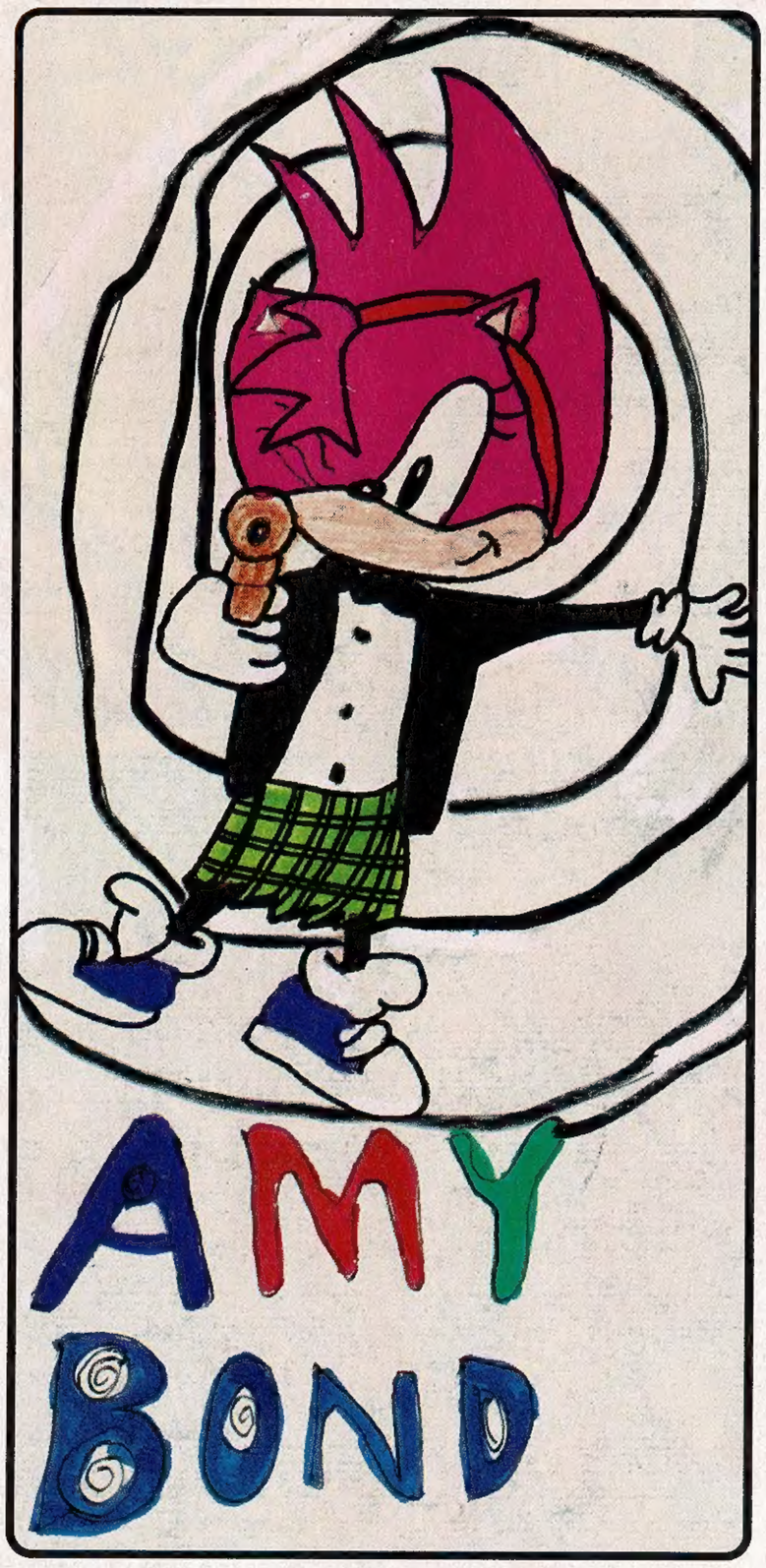
BOOK WORM!

Dear *STC*,

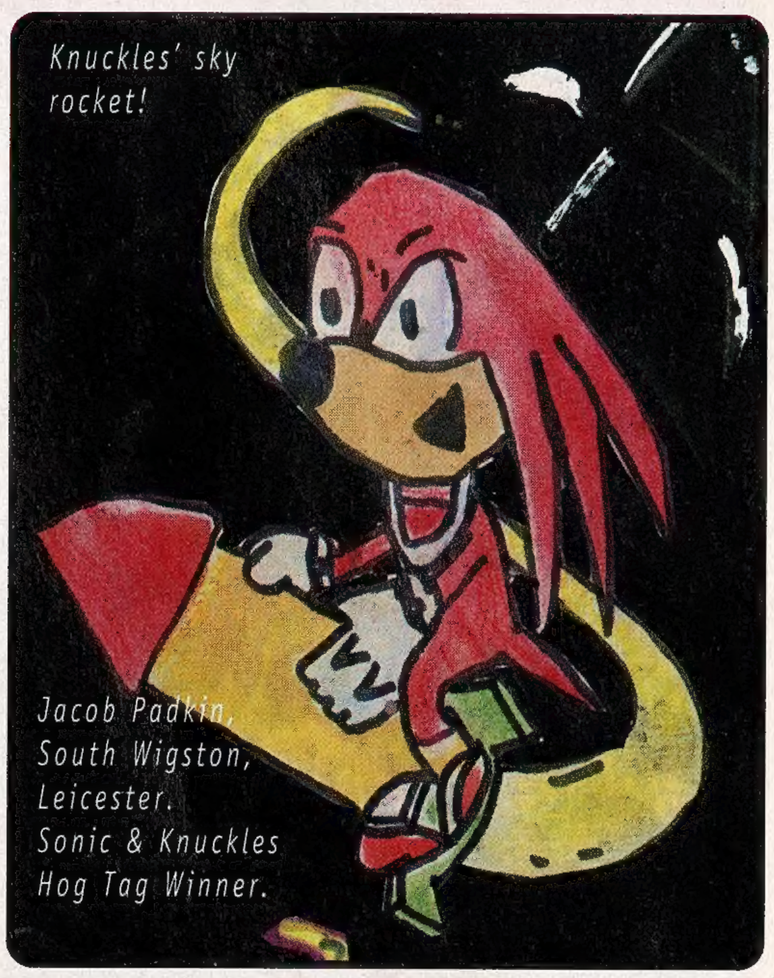
What reading material does Doctor Robotnik settle down to on Mobius?

Tim Hart, Falmouth, Cornwall.
MD Owner.
Sonic & Knuckles Hog Tag Winner.

Rumour has it that he's partial to Egg-change and Mart!



Sarah Conroy, Renton, Dumbarton, Scotland.
Sonic & Knuckles Hog Tag Winner.



Knuckles' sky rocket!

Jacob Padkin, South Wigston, Leicester.
Sonic & Knuckles Hog Tag Winner.

LUKE'S LOSS!

Dear *STC*,

Issue 84's News Zone said that the Sega Channel was being launched in the north east, north west, and south east of England. Unless the Channel is going to be available in other places too, this could result in a big void for the rest of us!

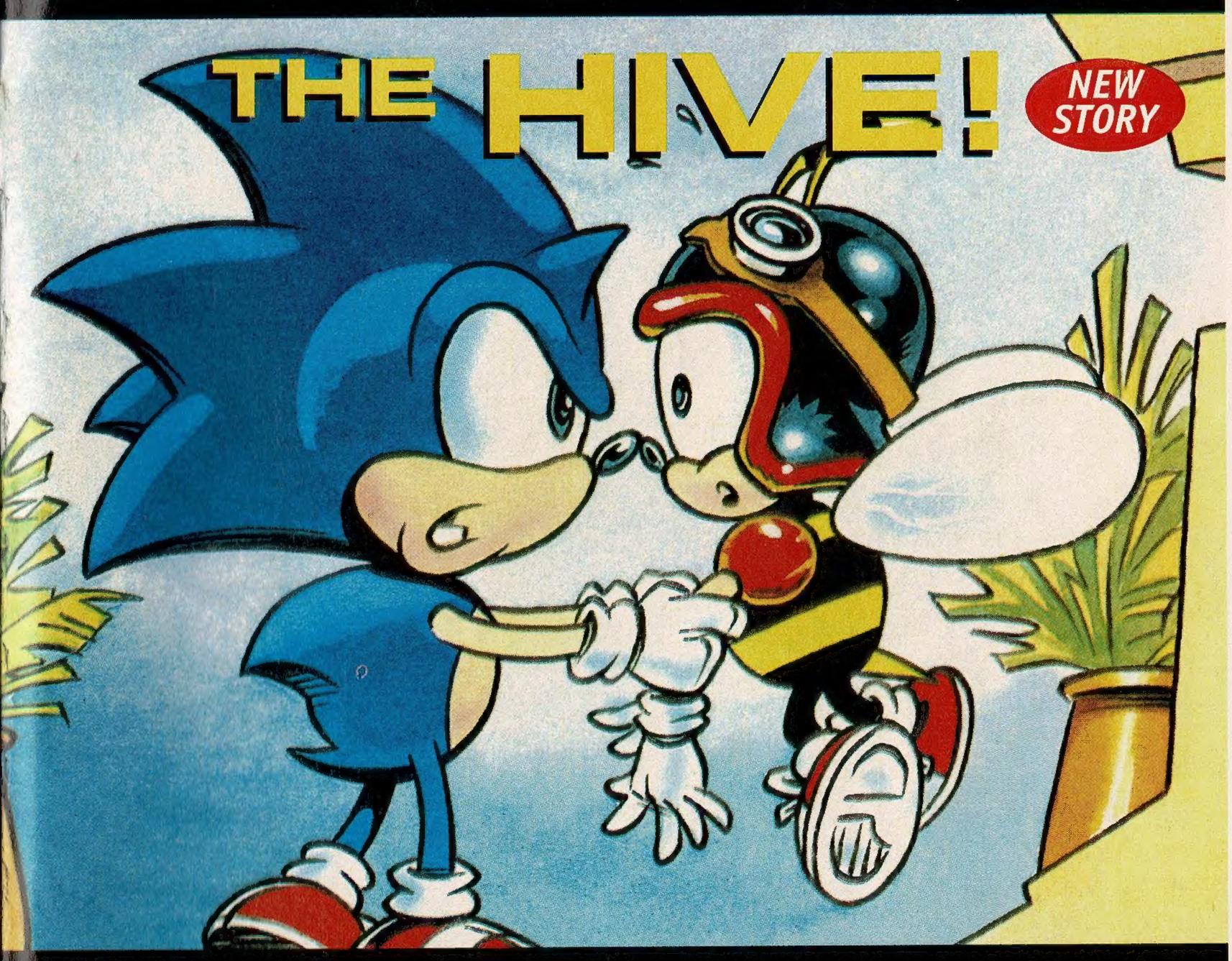
Luke Drawer, Downend, Bristol.
Sonic & Knuckles Hog Tag Winner.

Liverpool, Wigan and Preston got connected in October, Luke. Granted, that's no use to you, but with permission from your folks, you could inform a local cable operator of your interest in Bristol. The Cable Hotline number is: 0990 111 777.*

Subscribers in Liverpool, Wigan or Preston can call **free on 0500 500 100.*

NEXT ISSUE

TO BEE OR NOT TO BEE!



NEW STORY

CAPTAIN PLUNDER!

SHANGHAID!

SONIC'S WORLD

SECRET WEAPON!

NEW STORY

DECAP ATTACK!

MR CUDDLE BUNNY!

BUZZ BOMBER

BADNIK PIN-UP!

PLUS

REVIEWS

PINOCCHIO & POCAHONTAS!

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DATA $TRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 90

☐ %

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